Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Class #5 – October 2, 2017

It’s important to remember what order translate and rotate are done in. On the grids below, draw where the origin ends up after each bit of code and which direction right is. Each grid point is one pixel.

A default grid would look like this:

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| translate(2, 2);  rotate(PI); | |  |  |  |  |  | | --- | --- | --- | --- | --- | |  |  |  |  |  | |  |  |  |  |  | |  |  |  |  |  | |  |  |  |  |  | |  |  |  |  |  | |
| rotate(PI)  translate(2, 0);  rotate(TWO\_PI); | |  |  |  |  |  | | --- | --- | --- | --- | --- | |  |  |  |  |  | |  |  |  |  |  | |  |  |  |  |  | |  |  |  |  |  | |  |  |  |  |  | |
| rotate(-PI)  push();  translate(3, -4)  rotate(3 \* PI / 2)  translate(0, -10);  pop(); | |  |  |  |  |  | | --- | --- | --- | --- | --- | |  |  |  |  |  | |  |  |  |  |  | |  |  |  |  |  | |  |  |  |  |  | |  |  |  |  |  | |

This break I will be writing new class guides and expanding old ones, what would you like to see written out as a tutorial?